Spiker* Champion: LG M Humanoid (Extraplanar) Ftr6

HD: 6 (55 hp) **INIT:** +1
AC: 21 (T 11, FF 20) **SPD:** 20 ft.
ATK: Sword +11/+6 (1d8+6/19–20, magic); **or** bow +8/+3 rg (1d8+3/×3)
SA/SQ: DR 3/pierc and slash, darkvision 60 ft., spikes (grp or melee atk, +1d6 pierc), resist acid 5
SV: Fort +7, Ref +3, Will +3
AB: S 16, D 13, Cn 14, I 8, W 12, Ch 10
SK/F: Intim +9, Lis +1, Spot +1; Dodge, Close-Quarters Fighting** (AoO against grapple, add dmg to grp check), Power Critical** (+4 to confirm threat)
POSS: *+1 breastplate, +1 hvy steel shield, +1 longsword,* comp longbow (+3 Str) w/ 20 mwk arrows, *pot b's strength, pot shld faith* (+3)
CR: 6

**Planar Handbook;* ***Complete Warrior*

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Dwarf Wizard: LG M Humanoid (Dwarf) Wiz1

HD: 1 (7 hp) **INIT:** +1
AC: 11 (T 11, FF 10) **SPD:** 20 ft.
ATK: Staff +0 (1d6); **or** crossbow +1 rg (1d8/19–20))
SA/SQ: AP 3*; darkvision 60 ft., dwarf traits
SV: Fort +3, Ref +1, Will +3
AB: S 10, D 12, Cn 16, I 15, W 13, Ch 6
SK/F: Conc +7, D Script +6, Know (arc) +6, Lis +1, Spell +6 (+8 evoc), Spot +1; Scribe Scroll
SPELLS: (Evoker) 0—*det mag, mend, ray frost* (+1 rg touch, DC 13); 1st—*b hands* (DC 14), *mag missile, shld*
Spellbook as above plus 0—all except illus and necr; 1st—*enl person, mount*
POSS: Quarterstaff, lt crossbow w/ 10 bolts, backpack, spellbook, spell component pouch, caltrops, ink, 2 ink pens, 2 sheets paper, scroll case, 43 gp
CR: 1
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D&D ROLEPLAYING STATS — Illus. Jim Nelson

Caravan Guard: LG M Humanoid (Human) War3

HD: 3 (19 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Spear +6 (1d6+1); **or** bow +3 rg (1d6/×3)
SV: Fort +4, Ref +1, Will +1
AB: S 13, D 10, Cn 12, I 8, W 11, Ch 9
SK/F: Intim +5, Lis +2, Ride +6, Spot +2
POSS: Breastplate, hvy wooden shield, mwk shortspear, comp shortbow w/ 20 mwk arrows
CR: 2

D&D ROLEPLAYING STATS — Illus. Dave Dorman

Stone Giant: N L Giant (Earth)

HD: 14 (119 hp) **INIT:** +2
AC: 25 (T 11, FF 23) **SPD:** 30 ft.
ATK: Club +17/+12 (2d6+12); **or** 2 slams +17 (1d4+8); **or** rock +11 rg (2d8+12)
SA/SQ: Darkvision 60 ft., low-light, reach 10 ft., rock catching
SV: Fort +13, Ref +6, Will +7
AB: S 27, D 15, Cn 19, I 10, W 12, Ch 11
SK/F: Climb +11, Hide +6 (+14 rocky terrain), Jump +11, Lis +1, Spot +12; Cbt Reflex, Pt Blk Shot, Pow Atk, Prec Shot
POSS: Hide, greatclub, bag w/ 2 rocks
CR: 8 **ECL:** 18

D&D ROLEPLAYING STATS — Illus. Des Hanley

Justice Archon*: LG M Outsider (Archon, Extraplanar, Good, Lawful)

HD: 6 (63 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD: ATK:** 20 ft., F 40 ft. (G)
ATK: Sword +10/+5 (2d6+5/19–20, good, lawful, magic; **or** justice strike)
SA/SQ: +4 saves poison, aura of menace (20 ft., –2 atk/AC/saves until subject hits archon or 24 hrs., Will 17 neg), DR 10/evil, dark-vision 60 ft., imm elec and petrif, justice strike (at will, dmg of foe's first melee atk), low-light, mag circ evil, SR 16, teleport (self + 50 lb.), tongues
SV: Fort +10, Ref +8, Will +8
AB: S 16, D 12, Cn 21, I 10, W 13, Ch 14
SK/F: Conc +14, Dip +13, Intim +11, Lis +10, Know (planes) +9, M Sil +10, S Mot +10, Spot +10
SPELLS: (Spell-Like Abilities; CL 6th) At will—*aid, cont flame, det evil*
POSS: Full plate, *+1 breastplate*
CR: 6 **ECL:** 11
*New creature

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Cleric of Dol Arrah*: LG M Humanoid (Human) Clr1

HD: 1 (9 hp) **INIT:** +1
AC: 15 (T 10, FF 15) **SPD:** 20 ft.
ATK: Halberd +3 (1d10+3/×3); **or** crossbow +0 rg (1d8/19–20)
SA/SQ: AP 3*; turn undead 8/day +5 (+1, 2d6+4)
SV: Fort +3, Ref +0, Will +4
AB: S 14, D 10, Cn 13, I 8, W 15, Ch 12
SK/F: Conc +5 (+9 cast def), Dipl +5, Lis +2, Spot +2
SPELLS: 0—*det mag, light, resist;* 1st—*bless, mag wpn, shld faith.*
Domains: Sun, War
POSS: Chainmail, halberd, lt crossbow w/ 10 bolts, wooden holy symbol
CR: 1

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D&D ROLEPLAYING STATS — Illus. Steve Prescott

Sword Archon*: LG L Outsider (Archon, Extraplanar, Good, Lawful)

HD: 11 (71 hp) **INIT:** +7
AC: 26 (T 12, FF 23) **SPD:** 40 ft., F 90 ft. (G)
ATK: 2 armblades +19 (1d8+9/19–20, good, lawful, magic plus 2d6 good plus 1d6 fire)
SA/SQ: +4 saves poison, aura of menace (20 ft., –2 atk/AC/saves until subject hits archon or 24 hrs., Will 20 neg), DR 10/evil, darkvision 60 ft., discorporating dive 3/day* (flying charge, kill damaged foe, Fort 17 neg), imm elec and petrif, low-light, mag circ evil, reach 10 ft., SR 26, teleport (self + 50 lb.), tongues
SV: Fort +9, Ref +10, Will +9
AB: S 25, D 17, Cn 14, I 12, W 14, Ch 17
SK/F: Bal +14, Conc+13, Srch +12, S Mot +14; Cleave, Flyby Atk, Pow Atk
SPELLS: (Spell-Like Abilities; CL 11th) At will—*aid, cont flame, divin, loc creature, loc object, msg;* 3/day—*commune, disp chaos* (+17 touch, DC 18), *mark/ just* (+17 touch), *wages of sin** (220 ft., up to 11 evil creatures attack nearest evil creature; DC 19); 1/day—*touch of adamantine** (wpn becomes adamantine) **CR:** 11 **ECL:** 20
**Book of Exalted Deeds*

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Mounted Paladin: LG M Humanoid (Human) Pal10

HD: 10 (79 hp) **INIT:** +0
AC: 25 (T 11, FF 25) **SPD:** 50 ft. (mounted); 20 (foot)
ATK: Sword +15/+10 (1d10+4/19–20, magic)
SA/SQ: Aura of courage (fearless; allies within 10 ft., +4 saves fear), *det evil,* div health (imm disease), lay on hands 20, *rem disease* 2/week, smite evil 3/day (+2 atk, +10 dmg), special mount (hvy warhorse: 8 HD, nat armor +10, S 20, I 7), turn undead 5/day (+7, 2d6+9, 7th)
SV: Fort +11, Ref +6, Will +8
AB: S 16, D 10, Cn 12, I 8, W 14, Ch 14
SK/F: H Animal +7, Lis +2, Ride +15, Spot +2; Ride-By Atk
SPELLS: 1st—*bless, div favor;* 2nd—*b's strength, righteous fury** (10 rds, double dmg on charge)
POSS: *+2 full plate, +2 hvy steel shield, ring prot +1, +1 bastard sword, cloak resist +1,* breastplate barding **CR:** 10
**Miniatures Handbook*

D&D ROLEPLAYING STATS — Illus. Des Hanley

Dwarf Raider: LG M Humanoid (Dwarf) Ftr1

HD: 1 (13 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 20 ft.
ATK: Axe +2 (1d8+1/×3); **or** crossbow + 4rg (1d10/19–20)
SA/SQ: AP 3*; darkvision 60 ft., dwarf traits
SV: Fort +5, Ref +2, Will +1
AB: S 13, D 14, Cn 17, I 10, W 12, Ch 6
SK/F: Climb +3, Craft (wpn) +4, Lis +1, Spot +1; Pt Blk Shot
POSS: Chain shirt, battleaxe, hvy crossbow w/ 20 bolts, adventurer's standard pack, 56 gp
CR: 1

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D&D ROLEPLAYING STATS — Illus. Jim Nelson

Divine Crusader of Corellon: CG M Humanoid (Elf) Ftr7/Dvc5*

HD: 12 (77 hp) **INIT:** +4

AC: 21 (T 14, FF 17) **SPD:** 30 ft., F 60 ft. (G)

ATK: Sword +15/+10 (1d8+6/17–20, magic); **or** bow +16/+11 rg (1d8+6/×3, magic)

SA/SQ: Elf traits, low-light, resist elec 5

SV: Fort +10, Ref +7, Will +7

AB: S 16, D 18, Cn 13, I 10, W 8, Ch 14

SK/F: Climb +5, Conc +6, Intim +9, Lis +1, Ride +8, Srch +2, Spot +1, Swim +7; Cleave, Dodge, Pt Blk Shot, Pow Atk, Prec Shot

SPELLS: (CL 5th) 1st—*mag wpn* (4); 2nd—*spirit wpn* (3); 3rd—*mag vest* (2); 4th—*div power.* Domain: War

POSS: *+1 mithral chainmail*, buckler, *+1 longsword*, *+1 comp longbow* (+3 Str bonus) w/ 20 arrows, dagger, *am health +2*, *cloak Cha +2*, *winged boots*, 15 pp, 27 gp

CR: 12

**Complete Divine:* Dvc = divine crusader prestige class

Werebear (Hybrid Form): LG L Humanoid (Human, Shapechanger) War1

HD: 7 (62 hp) **INIT:** +1

AC: 17 (T 10, FF 16) **SPD:** 30 ft.

ATK: Claw +13 (1d6+9) *and* axe +9 (1d12+4/×3) *and* bite +11 (1d8+4 plus lycanthropy); **or** 2 claws +13 (1d6+9) *and* bite +11 (1d8+4 plus lycanthropy)

SA/SQ: Alt form (human, brown bear), bear empathy, DR 10/silver, low-light, lycanthropy (Fort 15 neg), reach 10 ft., scent

SV: Fort +12, Ref +6, Will +4

AB: S 29, D 13, Cn 20, I 10, W 11, Ch 8

SK/F: H Animal +3 (+7 bears), Lis +4, Spot +5, Swim +9; Endur, Pow Atk, Run, Track

POSS: M greataxe

CR: 5 **ECL:** 10

Trumpet Archon: LG M Outsider (Archon, Extraplanar, Good, Lawful)

HD: 12 (126 hp) **INIT:** +7

AC: 27 (T 13, FF 24) **SPD:** 40 ft., F 90 ft. (G)

ATK: Sword +21/+16/+11 (2d6+11/19–20, good, lawful, magic)

SA/SQ: +4 saves poison, aura of menace (20 ft., –2 atk/AC/saves until subject hits archon or 24 hrs., Will 21 neg), DR 10/evil, darkvision 60 ft., imm elec and petrif, low-light, mag circ evil, SR 29, teleport (self + 50 lb.), tongues, trumpet (100 ft., paralysis 1d4 rds, Fort 19 neg)

SV: Fort +14, Ref +11, Will +11

AB: S 20, D 17, Cn 23, I 16, W 16, Ch 16

SK/F: Conc +21, Dipl +20, Esc +18, H Animal +18, Lis +18, M Sil +18, Ride +20, S Mot +18, Spot +18; B-Fight, Cleave, Cbt Reflex, Pow Atk

SPELLS: As Clr14; 2 of Air, Destruction, Good, Law, War, plus deity domains (Spell-Like Abilities; CL 12th) At will—*det evil*, *cont flame*, *msg*

POSS: Trumpet (*+4 greatsword*)

CR: 14 **ECL:** 20

Djinni: CG L Outsider (Air, Extraplanar)

HD: 7 (45 hp) **INIT:** +8

AC: 16 (T 13, FF 12) **SPD:** 20 ft., F 60 ft. (Pf)

ATK: Falchion +11/+6 (2d6+6/18–20); **or** 2 slams +10 (1d8+4)

SA/SQ: Air mastery (airborne foes –1 atk/dmg), darkvision 60 ft., imm acid, *pl shift*, reach 10 ft., telepathy, whirlwind 1/10 min. (7 rds, 10–50 ft. tall, can't atk or threaten; 1d8 dmg, up to M, Ref 20 neg; second Ref 20 or picked up, save each rd)

SV: Fort +7, Ref +9, Will +7

AB: S 18, D 19, Cn 14, I 14, W 15, Ch 15

SK/F: Conc +12 (+16 cast def), Esc +14, Lis +12, M Sil +14, S Mot +12, Spell +12, Spot +12; Cbt Reflex, Dodge

SPELLS: (Spell-Like Abilities; CL 20th) At will—*invis* (self only); 1/day—*cr f/w*, *cr wine* (as *cr wtr*, but wine instead), *maj creation* (perm vegetable matter), *persist image* (DC 17), *wind walk*; 1/day—*gas form* (up to 1 hour)

POSS: Mwk falchion

CR: 5 **ECL:** 13

Archmage: CG M Humanoid (Human) Wiz13/Acm3*

HD: 16 (73 hp) **INIT:** +2

AC: 16 (T 12, FF 16)** **SPD:** 30 ft.

ATK: Staff +8/+3 (1d6+1, magic)

SA/SQ: Mastery* (counterspelling [reflect spells], elements [change energy type], shaping [change area])

SV: Fort +9, Ref +11, Will +14

AB: S 8, D 14, Cn 15, I 19, W 12, Ch 10

SK/F: Conc +18 (+22 cast def), Lis +3, Srch +25, Spell +28, Spot +19

SPELLS: (CL 16th) 1st—*mag armor* (2)**, *shld* (3); 2nd—*invis* (5); 3rd—*fly*, emp *mag missile* (4); 4th—*dim door* (2), emp *M's acid arrow* (3; +9 rg touch); 5th—*tport* (4); 6th—*chain lgt* (2; Ref 21); 7th—*banish* (DC 22), *Mord's sword* (+23 atk); 8th—emp *chain lgt* (DC 21)

POSS: *am health +2*, *+2 quarterstaff*, *robe of eyes* (all-around vision, can't avoid gaze, darkvision 120 ft., see invis/ether 120 ft.) **CR:** 16

*Acm = archmage prestige class; ** *mag armor* already cast

Ulmo Lightbringer: LG S Humanoid (Halfling) Rog10/Mnk5

HD: 15 (72 hp) **INIT:** +7

AC: 24 (T 24, FF 24) **SPD:** 40 ft.

ATK: Kama +19/+14 **or** +18/+18/+13 (1d4+1, magic); **or** bow +19/+14 rg (1d4+1/×3, magic)

SA/SQ: Evasion, imm disease, imp uncanny dodge, opportunist (1/rd, AoO against foe damaged by ally), slow fall 20 ft., sneak atk +5d6, still mind (+2 saves ench), trapfinding, trap sense +3

SV: Fort +11, Ref +21, Will +13

AB: S 10, D 24, Cn 13, I 10, W 16, Ch 8

SK/F: Bal +14, Bluff +7, Climb +10, D Dev +13, Esc +17, Hide +11, Jump +13, Lis +18, M Sil +12, Open L +12, Srch +10, Sl Hnd +13, Spot +16, Tmbl +14, Use Mag Dev +12; B-Fight, Cbt Expert, Defl Arrows, Dodge, Imp Feint, Mobil, Stun Fist (7/day, Will 20 neg)

POSS: *Ring prot +2*, *+1 kama*, *+1 shortbow* w/ 50 mwk arrows, *cloak resist +2*, *gloves Dex +4*, *periapt Wis +2*, *wand gr invis* (24 charges), *wand mag armor* (46 charges), *boots str/spr*

CR: 15

Elf Swashbuckler: CG M Humanoid (Elf) Swb7*

HD: 7 (43 hp) **INIT:** +4

AC: 16 (T 14, FF 12) **SPD:** 35 ft.

ATK: Rapier +13/+8 (1d6+1/18–20, magic)

SA/SQ: Acrobatic charge* (charge in diff terrain, through allies), elf traits, insightful strike* (dmg +3, doesn't affect creatures imm crits or sneak atk), low-light

SV: Fort +5, Ref +7, Will +1

AB: S 10, D 18, Cn 10, I 16, W 8, Ch 13

SK/F: Bal +11, Bluff +11, Climb +10, Dipl +5, Esc +9, Intim +3, Jump +8, Lis +2, Srch +4, S Mot +5, Spot +2, Tmbl +16, Use Rope +9; Dodge (+2)

POSS: Leather, *+1 rapier*, *headband int +2*

CR: 7

**Complete Warrior:* Swb = swashbuckler class

Celestial Pegasus: CG L Magical Beast (Extraplanar)

HD: 8 (76 hp)* **INIT:** +3

AC: 15 (T 12, FF 12) **SPD:** 60 ft., F 120 ft. (Av)

ATK: 2 hooves +11 (1d6+4, magic) *and* bite +6 (Id3+2, magic)

SA/SQ: DR 5/magic, darkvision 60 ft., low-light, resist acid 10, cold 10, and elec 10, scent, smite evil 1/day (+8 dmg), SR 13

SV: Fort +9, Ref +9, Will +5

AB: S 18, D 16, Cn 16, I 10, W 13, Ch 13

SK/F: Dipl +3, Lis +12, S Mot +9, Spot +12; Flyby Atk

SPELLS: (Spell-Like Abilities; CL 5th) At will—*det evil/good* (60-ft. radius)

CR: 6 **ECL:** 12

*Advanced to 8 HD

Village Priest: LG M Humanoid (Human) Clr3

HD: 3 (26 hp) **INIT:** –1

AC: 15 (T 9, FF 15) **SPD:** 20 ft.

ATK: Mace +3 (1d6+1)

SA/SQ: Turn undead 3/day (+0, 2d6+3, 4th)

SV: Fort +5, Ref +0, Will +5

AB: S 12, D 8, Cn 14, I 13, W 15, Ch 10

SK/F: Conc +8, Dipl +8, Heal +8, S Mot +4, Spell +7

SPELLS: : 0—*cr wtr*, *det mag*, *guid*, *mend*; 1st—*bless*, *div favor*, *mag wpn*, *prot evil*; 2nd—*aid*, *hold person* (DC 14), *l restor.* Domains: Good, Law

POSS: *+1 breastplate*, lt mace

CR: 3

Thorn*: NG S Fey

HD: 6 (33 hp) **INIT:** +6
AC: 19 (T 13, FF 17) **SPD:** 20 ft.
ATK: Sword +8 (1d6+3/19–20); **or**
bow +6 rg (1d6/×3 plus sleep)
SA/SQ: DR 5/cold iron, low-light, sleep arrow* (as *sleep*, no HD limit; Fort 16 neg), sneak atk +2d6
SV: Fort +4, Ref +7, Will +5
AB: S 16, D 15, Cn 15, I 10, W 10, Ch 13
SK/F: Hide +17, Lis +9, M Sil +13, Srch +9, S Mot +9, Spot +9
POSS: Leaf leather, buckler, thorn longsword, longbow w/ 20 sleep arrows
CR: 4 **ECL:** 8

*Monster Manual III

D&D ROLEPLAYING STATS Illus. Dave Allsop

Longstrider Ranger (Shifter): CG M Hum (Shapechanger) Rgr4/Bbnl/Elr3*

HD: 8 (65 hp) **INIT:** +3
AC: 18 (T 13, FF 15) **SPD:** 30 ft.
ATK: Sword +10/+5 (1d8+4/19–20, magic) *and*
axe +10 (1d6+2/×3, magic); **or**
sword +12/+7 (1d8+4/19–20, magic)
SA/SQ: Fav enemy (evil outsiders +2), ferocity, hated foe* (1 AP*, double dmg to fav enemy), low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), shifting* 2/day (7 rds, +2 Dex, +20 ft.), resist the arcane* (+2 saves, arcane spells), wild emp +2
SV: Fort +11, Ref +10, Will +3
AB: S 16, D 16, Cn 14, I 8, W 12, Ch 6
SK/F: Bal +5, Climb +5, Hide +11, Jump +9, Lis +8, M Sil +11, Spot +9, Surv +9; Endur, Healing Factor* (heal 8 hp after shifting), Track
SPELLS: 1st—*longstr*
POSS: +2 *studded leather*, +1 *handaxe*, +1 *longsword* **CR:** 8

*Eberron™ Campaign Setting: Elr = Eldeen ranger prestige class

D&D ROLEPLAYING STATS Illus. Steve Prescott

Ghaele Eladrin: CG M Outsider (Chaotic, Eladrin, Extraplanar, Good)

HD: 10 (65 hp) **INIT:** +5
AC: 25 (T 11, FF 24) **SPD:** 50 ft., F 150 ft. (Pf)
ATK: Sword +21/+16 (2d6+14/19–20, chaotic, good, magic); **or**
2 light rays +11 rg touch (2d12, ignore DR)
SA/SQ: Alt form, DR 10/evil and cold iron, darkvision 60 ft., gaze (60 ft., kill evil up to 5 HD, Will 18 neg **or** fear 2d10 rds, Will 18 neg), imm elec and petrif, low-light, prot aura (20 ft., +4 AC/saves evil, *mag circ evil/l globe invuln*), resist cold 10 and fire 10, SR 28, tongues
SV: Fort +9, Ref +8, Will +10
AB: S 25, D 12, Cn 15, I 16, W 17, Ch 16
SK/F: Conc +15, Lis +16, S Mot +16, Spot +16; Cbt Expert, Imp Disarm, Imp Trip
SPELLS: As Clr14; 2 of Air, Animal, Chaos, Good, Plant, plus deity domains (Spell-Like Abilities; CL 12th) At will—*aid*, *ch mon* (DC 17), *col spray* (DC 14), *comp lang*, *cont flame*, *cure lt*, *danc lgt*, *det evil*, *det thgts* (DC 15), *disg self*, *disp mag*, *hold mon* (DC 18), *gr invis* (self only), *maj image* (DC 16), *see invis*, *gr tport* (self + 50 lb.); 1/day—*chain lgt* (DC 19), *prism spray* (DC 20), *wall force*
POSS: +4 *holy greatsword* **CR:** 13

D&D ROLEPLAYING STATS Illus. Des Hanley

Thri-Kreen* Barbarian: CN M Monstrous Humanoid (Psionic*) Rgr2/Bbn4

HD: 8 (79 hp) **INIT:** +4
AC: 17 (T 14, FF 17) **SPD:** 50 ft.
ATK: Sword +13/+8 (1d10+4/19–20) *and* bite +7 (1d4+2); **or**
sword +11/+6 (1d10+4/19–20) *and* 2 swords +11 (1d6+2/19–20) *and* bite +7 (1d4+2)
SA/SQ: Darkvision 60 ft., fav enemy (goblinoids +2), imm sleep, poison bite 1/day (Fort 14, 1d6 Dex/paralysis 2d6 min.), rage 2/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +1, uncanny dodge, wild emp +0 (–4 magical beasts)
SV: Fort +10, Ref +11, Will +6
AB: S 18, D 18, Cn 16, I 6, W 14, Ch 6
SK/F: Hide +10 (+14 desert), Jump +45, Lis +6, Spot +2; Defl Arrows, Dodge, Track
SPELLS: (Psi-Like Abilities; ML 4th)*: 3/day—*chameleon* (+10 Hide), *know dir/loc*; 1/day—*gr conc amorpha* (self, 50% miss chance), *meta claw* (bite +1 atk, +1 dmg)
POSS: Mwk bastard sword, 2 mwk short swords **CR:** 7 **ECL:** 10

*Expanded Psionics Handbook

D&D ROLEPLAYING STATS Illus. Jim Nelson

Phoelarch*: CG M Monstrous Humanoid (Fire)

HD: 7 (52 hp) **INIT:** +3
AC: 18 (T 13, FF 15) **SPD:** 30 ft.
ATK: Falchion +10/+5 (2d4+3/18–20 plus 1d6 fire)
SA/SQ: Darkvision 60 ft., death throes* (20-ft. radius, 10d6 fire, Ref 15 half), healing fire* (heals 1 per 3 fire dmg), heat (foes that hit with natural wpns take 1d6 fire dmg), imm fire, disease, and poison, SR 18, vuln cold
SV: Fort +6, Ref +8, Will +6
AB: S 14, D 17, Cn 15, I 10, W 12, Ch 17
SK/F: Conc +7, Lis +8, Spot +8, Surv +6; Emp Spell-Like Ability (*scorching ray*), Quick D
SPELLS: (Spell-Like Abilities; CL 10th) At will—*light*, *scorch ray* (+10 rg touch); 3/day—*pr flame*; 1/day—*fire shld* (warm only)
POSS: Studded leather, mwk falchion
CR: 6 **ECL:** 12

*Monster Manual III

D&D ROLEPLAYING STATS Illus. Des Hanley

Large Air Elemental: N L Elemental (Air, Extraplanar)

HD: 8 (60 hp) **INIT:** +11
AC: 20 (T 16, FF 13) **SPD:** F 100 ft. (Pf)
ATK: 2 slams +12 (2d6+2)
SA/SQ: Air mastery (airborne foes –1 atk/dmg), DR 5/—, darkvision 60 ft., elemental traits, reach 10 ft., whirlwind 1/10 min. (4 rds, 10–40 ft. tall, can't atk or threaten; 2d6 dmg, up to M, Ref 16 neg; second Ref 16 or picked up, save each rd)
SV: Fort +5, Ref +13, Will +2
AB: S 14, D 25, Cn 16, I 6, W 11, Ch 11
SK/F: Lis +5, Spot +6; Cbt Reflex, Dodge, Flyby Atk
CR: 5

D&D ROLEPLAYING STATS Illus. Hugh Jamieson

Wand Expert: CG M Humanoid (Elf) Wiz6

HD: 6 (25 hp) **INIT:** +2
AC: 12 (T 12, FF 10) **SPD:** 30 ft.
ATK: Sword +2 (1d8–1/19–20); **or**
rg touch +5 (wand)
SA/SQ: Elf traits, low-light
SV: Fort +4, Ref +5, Will +6
AB: S 8, D 15, Cn 12, I 16, W 10, Ch 12
SK/F: Conc +10, Lis +4, Srch +5, Spell +13 (+15 divin), Spot +8; Double Wand Wielder* (full-rd, cast from 2 wands, spend double charges from second wand)
SPELLS: (Diviner) 0—*acid spl* (4; +5 rg touch), *det mag*; 1st—*mag missile* (2), *mag wpn* (2), *tr strike*; 2nd—*blur* (2), *see invis*, *web* (2; DC 15); 3rd—*clairaud/clairvoy*, *legion's curse of impending blades*** (2; 160 ft., 20-ft. radius, –2 AC, 6 min.), *lgt bolt* (DC 16)
POSS: *Cloak resist* +1, longsword, *wand M's acid arrow*, *wand scorch ray*
CR: 6

*Complete Arcane; **Miniatures Handbook

D&D ROLEPLAYING STATS Illus. Dave Dorman

Talenta Halfling: CG S Humanoid (Halfling) Rgr1

HD: 1 (9 hp) **INIT:** +3
AC: 16 (T 14, FF 13) **SPD:** 20 ft.
ATK: Talenta tangat +3 (1d8+1/18–20); **or**
Talenta boomerang +6 rg (1d3+1)
SA/SQ: AP 3*; fav enemy (gnolls +2), wild emp +0 (–4 magical beasts)
SV: Fort +4, Ref +6, Will +2
AB: S 12, D 17, Cn 12, I 10, W 13, Ch 8
SK/F: Climb +3, Heal +5, Hide +11, Jump –3, Lis +7, M Sil +9, Ride +7, Spot +1, Surv +5; Mount Cbt, Track
POSS: Leather, Talenta tangat*, 2 Talenta boomerangs*, clawfoot dinosaur*, 10 gp
CR: 1

Approved for use with the RPGA® Mark of Heroes campaign.
*Eberron™ Campaign Setting

D&D ROLEPLAYING STATS Illus. Jim Nelson

Large Copper Dragon (Young Adult): CG L Dragon (Earth)

HD: 17 (161 hp) **INIT:** +0
AC: 25 (T 9, FF 25) **SPD:** 40 ft., F 150 ft. (Pr)
ATK: Bite +20 (2d6+4, magic) *and* 2 claws +15 (1d8+2, magic) *and* 2 wings +15 (1d6+2, magic) *and* tail +15 (1d8+6, magic)
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (line, 80 ft., 10d4 acid, Ref 21 half **or** cone, 40 ft., *slow* 1d6+5 rds, Fort 21 neg), DR 5/magic, darkvision 120 ft., frightful presence (150-ft. radius, HD 16 or fewer, Will 21 neg), imm acid, paralysis, and sleep, low-light, reach 10 ft. (bite), SR 19, spider climb
SV: Fort +13, Ref +10, Will +13
AB: S 19, D 10, Cn 17, I 16, W 17, Ch 16
SK/F: Bluff +23, Conc +18, Jump +20, Lis +23, Srch +23, S Mot +23, Spell +12, Spot +23; Clinging Breath*, Flyby Atk, Pow Atk, Shock Wave*, Wingover
SPELLS: Known (6/7/5; CL 5th) 0—*danc lgt*, *det mag*, *ghost s* (DC 13), *mag hand*, *prest*, *r mag*; 1st—*grease* (DC 14), *l confus* (DC 15), *ray enfeeble* (+16 rg touch), *shock grp* (+20 touch); 2nd—*min image* (DC 15), *T's laughter* (DC 16) **CR:** 11

*Draconomicon

D&D ROLEPLAYING STATS Illus. Des Hanley

Scorpion Clan Drow Fighter: CN M Humanoid (Elf) Ftr5

HD: 5 (45 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: Sword +10 (1d8+3/19–20); **or** drow long knife +9 (1d6+3/19–20); **or** bow +8 rg (1d8+3/×3); **or** drow long knife +8 rg (1d6+3/19–20)
SA/SQ: Darkvision 120 ft., drow traits, SR 16
SV: Fort +5, Ref +3, Will +2
AB: S 16, D 15, Cn 12, I 12, W 12, Ch 10
SK/F: Climb +4, H Animal +3, Intim +3, Jump +3, Lis +3, Ride +5, Srch +3, Spot +3, Swim +3; Pt Blk Shot, Prec Shot
POSS: Mwk scorpion breastplate*, mwk longsword, mwk comp longbow (+3 Str bonus) w/ 30 arrows, mwk drow long knife*, *boots str/spr*
CR: 6 **ECL:** 7

**Races of Eberron*

Dwarf Mercenary: LN M Humanoid (Dwarf) Ftr2

HD: 2 (19 hp) **INIT:** +2
AC: 20 (T 12, FF 18) **SPD:** 40 ft.
ATK: Sword +6 (1d8+2/19–20)
SA/SQ: Darkvision 60 ft., dwarf traits
SV: Fort +5, Ref +2, Will +1
AB: S 15, D 14, Cn 15, I 10, W 12, Ch 6
SK/F: Climb +2, Jump –2, Lis +1, Spot +1; Dodge, Pow Atk
POSS: *+1 breastplate,* mwk hvy steel shield, mwk longsword, *oil bless wpn, oil mag wpn*
CR: 2

Weretiger (Hybrid Form): N L Humanoid (Human, Shapechanger)

HD: 7 (50 hp) **INIT:** +6
AC: 16 (T 11, FF 14) **SPD:** 30 ft.
ATK: 2 claws +11 (1d8+7) *and* bite +6 (2d6+3 plus lycanthropy)
SA/SQ: Alt form (human or tiger), lycanthropy (Fort 15 neg), DR 10/silver, low-light, reach 10 ft., scent, tiger empathy
SV: Fort +10, Ref +7, Will +4
AB: S 25, D 15, Cn 16, I 10, W 11, Ch 8
SK/F: Bal +6, Climb +12, H Animal +3 (+7 tigers), Hide +2, Lis +6, M Sil +12, Spot +6; Cbt Reflex
CR: 5 **ECL:** 10

Barbed Devil: LE M Outsider (Baatezu, Evil, Extraplanar, Lawful)

HD: 12 (126 hp) **INIT:** +6
AC: 29 (T 16, FF 23) **SPD:** 30 ft.
ATK: 2 claws +18 (2d8+6, evil, lawful plus fear)
SA/SQ: Barbed defense (foes that hit with natural or handheld wpns take 1d8+6 dmg), DR 10/good, fear (as *fear*, CL 9th, Will 20 neg), imm fire and poison, imp grab (grp +22, impale), impale 3d8+9, resist acid 10 and cold 10, see in darkness, SR 23, *summ baatezu* 1/day (1d6 bearded devils or 1 barbed devil, 35%), telepathy
SV: Fort +14, Ref +14, Will +12
AB: S 23, D 23, Cn 23, I 12, W 14, Ch 18
SK/F: Conc +21, Hide +21, Intim +19, Lis +19, M Sil +21, Srch +16, S Mot +17, Spot +19; Cleave, Pow Atk
SPELLS: (Spell-Like Abilities; CL 12th) At will—*gr tport* (self + 50 lb.), *hold per* (DC 16), *maj image* (DC 17), *scorch ray* (2 rays, +18 rg touch); 1/day—*o's wrath* (DC 18), *unh blight* (DC 18)
CR: 11

Blackscale Lizardfolk*: N L Monstrous Humanoid (Reptilian)

HD: 4 (26 hp) **INIT:** +0
AC: 16 (T 9, FF 16) **SPD:** 40 ft.
ATK: 2 claws +7 (1d6+4) *and* bite +5 (1d6+2); **or** club +7 (2d8+6) *and* bite +5 (1d6+2); **or** javelin +3 rg (1d8+4)
SA/SQ: Darkvision 60 ft., hold breath (56 rds), reach 10 ft., resist acid 5
SV: Fort +3, Ref +4, Will +4
AB: S 19, D 10, Cn 14, I 8, W 11, Ch 7
SK/F: Bal +5, Jump +12, Lis +0, Spot +4, Swim +10; Pow Atk
POSS: Greatclub, 3 javelins
CR: 3 **ECL:** 7

**Monster Manual III*

Wild Elf Raider: CG M Humanoid (Elf) Bbn1

HD: 1 (14 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 45 ft.
ATK: Falchion +3 (2d4+3/18–20); **or** bow +3 rg (1d8+2/×3)
SA/SQ: Elf traits, low-light, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC)
SV: Fort +4, Ref +2, Will +1
AB: S 15, D 15, Cn 14, I 6, W 12, Ch 10
SK/F: Climb +4, Jump +8, Lis +5, Srch +0, Spot +3, Surv +3
POSS: Falchion, comp longbow (+2 Str bonus) w/ 20 arrows
CR: 1

Chain Devil: LE M Outsider (Evil, Extraplanar, Lawful)

HD: 8 (52 hp) **INIT:** +6
AC: 20 (T 12, FF 18) **SPD:** 30 ft.
ATK: 2 chains +10 (2d4+2/19–20, evil, lawful)
SA/SQ: DR 5/silver or good, dancing chains (4 chains, 20 ft., +15 ft. length, atk as chain devil), darkvision 60 ft., imm cold, reach 10 ft. (chains), regen 2 (normal dmg good), SR 18, unnerving gaze (30 ft., –2 atk, 1d3 rds, Will 15 neg)
SV: Fort +8, Ref +8, Will +6
AB: S 15, D 15, Cn 15, I 6, W 10, Ch 12
SK/F: Climb +13, Esc +13, Intim +12, Lis +13, Spot +13
CR: 6 **ECL:** 14

Red Slaad: CN L Outsider (Chaotic, Extraplanar)

HD: 7 (52 hp) **INIT:** +2
AC: 19 (T 11, FF 17) **SPD:** 30 ft.
ATK: Bite +11 (2d8+5, chaotic) *and* 2 claws +9 (1d4+2, chaotic plus implant)
SA/SQ: Darkvision 60 ft., fast heal 5, imm sonic, implant (egg, hatches into blue or green slaad 1 wk; Fort 16 neg), pounce (full atk when charging), reach 10 ft., resist acid 5, cold 5, elec 5, and fire 5, stunning croak 1/day (20-ft. radius, stun 1d3 rds, Fort 16 neg), *summ slaad* 1/day (40%, 1 red slaad)
SV: Fort +8, Ref +7, Will +3
AB: S 21, D 15, Cn 17, I 6, W 6, Ch 8
SK/F: Climb +15, Hide +8, Jump +15, Lis +8, M Sil +12, Spot +8; Dodge, Mobil
CR: 7 **ECL:** 13

Xeph* Warrior: CG M Humanoid (Psionic*, Xeph) War1

HD: 2 (19 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: Spear +1 (1d8/×3)
SA/SQ: Burst* 3/day (+10 ft., 3 rds), darkvision 60 ft., xeph traits*
SV: Fort +2, Ref +2, Will +0
AB: S 10, D 15, Cn 11, I 8, W 10, Ch 9
SK/F: Jump +3; Powerful Charge** (+1d8 dmg)
POSS: Studded leather, spear
CR: 1/2

**Expanded Psionics Handbook; **Miniatures Handbook*

Imp: LE T Outsider (Evil, Extraplanar, Lawful)

HD: 3 (13 hp) **INIT:** +3
AC: 20 (T 15, FF 17) **SPD:** 20 ft., F 50 ft. (Pf)
ATK: Sting +8 (1d4, evil, lawful plus poison)
SA/SQ: Alt form (1 or 2 up to M), DR 5/good or silver, darkvision 60 ft., fast heal 2, imm poison, poison (Fort 13, 1d4 Dex/2d4 Dex), reach 0 ft., resist fire 5
SV: Fort +3, Ref +6, Will +4
AB: S 10, D 17, Cn 10, I 10, W 12, Ch 14
SK/F: Dipl +8, Hide +17, Lis +7, M Sil +9, Srch +6, Spell +6, Spot +7; Dodge
SPELLS: (Spell-Like Abilities; CL 6th) At will—*det good, det mag, invis* (self only); 1/day—*suggest* (DC 15); 1/wk—*commune* (6 questions, CL 12th)
CR: 2

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Flamebrother Salamander: LE S Outsider (Extraplanar, Fire)

HD: 4 (26 hp) **INIT:** +1
AC: 19 (T 12, FF 18) **SPD:** 20 ft.
ATK: Spear +6 (1d6+1/×3 plus 1d6 fire) *and* tail +4 (1d4 plus 1d6 fire)
SA/SQ: Constrict 1d4 + 1d6 fire (up to M), darkvision 60 ft., imm fire, imp grab (grp +1, constrict), vuln cold
SV: Fort +6, Ref +5, Will +6
AB: S 12, D 13, Cn 14, I 14, W 15, Ch 13
SK/F: Hide +12, Lis +11, M Sil +6, Spot +11
POSS: Spear
CR: 3 **ECL:** 8

D&D ROLEPLAYING STATS — Illus. Des Hanley

Chraal*: NE L Elemental (Cold)

HD: 9 (85 hp) **INIT:** +0
AC: 21 (T 13, FF 21) **SPD:** 40 ft.
ATK: 2 claws +10 (1d8+5 plus 1d6 cold) *and* bite +8 (2d6+2 plus 1d6 cold)
SA/SQ: Breath wpn* 3/day (cone, 60 ft., 6d6 cold, Ref 19 half), DR 5/—, darkvision 60 ft., death throes* (30 ft., 10 cold + 10 pierc, Ref 19 half), elemental traits, imm cold, reach 10 ft., vuln fire
SV: Fort +11, Ref +3, Will +5
AB: S 21, D 11, Cn 20, I 9, W 10, Ch 14
SK/F: Lis +4, Srch +3, Spot +4
CR: 6

**Monster Manual III*

D&D ROLEPLAYING STATS — Illus. Dave Allsop

Kobold Soldier: LE S Humanoid (Reptilian) Ftr2

HD: 2 (15 hp) **INIT:** +7
AC: 19 (T 14, FF 16) **SPD:** 20 ft.
ATK: Spear +5 (1d4+1, magic)
SA/SQ: Darkvision 60 ft., light sensitivity
SV: Fort +3, Ref +3, Will +1
AB: S 10, D 17, Cn 11, I 10, W 12, Ch 8
SK/F: Climb +2, Hide +4, Jump –4, Lis +1, Srch +2, Spot +1; Dodge
POSS: Mwk scale mail, +1 *shortspear*
CR: 2

D&D ROLEPLAYING STATS — Illus. Dave Dorman

Ghostly Consort: LE M Undead (Aug Hum [Human] Ari5, Incorporeal)

HD: 5 (32 hp) **INIT:** +0
AC: 14 (T 14 , FF 14) **SPD:** F 30 ft. (Pf)
ATK: Incorporeal touch +3 (1d4 ability drain)
SA/SQ: +4 turn resist, corrupting gaze (30 ft., 2d10 + 1d4 Cha, Fort 16 neg), darkvision 60 ft., draining touch (1d4, 1 ability score, ghost heals 5 hp), malevolence (as *mag jar*, CL 10th, no AoO, Fort 19 neg), manifest, rejuvenation (level chk 1d20+5, DC 16), undead traits
SV: Fort +1, Ref +1, Will +6
AB: S —, D 10, Cn —, I 12, W 11, Ch 18
SK/F: Bluff +14, Dipl +20, Hide +8, Intim +16, Lis +8, Srch +9, S Mot +10, Spot +8
CR: 6 **ECL:** 9

D&D ROLEPLAYING STATS — Illus. Raven Mimura

Direguard*: LE M Undead

HD: 6 (39 hp) **INIT:** +0
AC: 16 (T 13, FF 16) **SPD:** 30 ft.
ATK: 2 claws +7 (1d4+4); **or** sword +8 (1d8+4/19–20) *and* claw +2 (1d4+2)
SA/SQ: *Blink* 1/10 min (CL 6th), DR 5/bludg, darkvision 60 ft., imm cold, *mag missile* 1/3 rds (CL 6th), see invis, undead traits
SV: Fort +2, Ref +2, Will +6
AB: S 18, D 11, Cn —, I 11, W 12, Ch 13
SK/F: Conc +0 (+4 cast def), Hide +7, Lis +8, M Sil +7, Srch +8, Spot +8; B-Fight, Pow Atk
POSS: Mwk longsword
CR: 3 **ECL:** 9

**Lost Empires of Faerûn*

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Mina, Dark Cleric: LE M Humanoid (Human) Clr17/Rtz3*

HD: 20 (142 hp) **INIT:** +2
AC: 22 (T 10, FF 22) **SPD:** 20 ft.
ATK: Mace +19/+14/+9 (1d8+5, evil, magic, ghost touch, +2d6 to good, wounding, *kiss of death*)
SA/SQ: Oration* 3/day, *kiss of death** (*death kn, anim dead* below 0 hp, Will 20 neg), +5 save 1/day, reb und 12/day (+7, 2d6+22, 18th), +1 saves ench
SV: Fort +14, Ref +8, Will +18
AB: S 10, D 14, Cn 16, I 17, W 20, Ch 21
SK/F: Conc +13, Heal +15, Lis +8, S Mot +13, Spell +15; Gr Spell Pen, Lead 25
SPELLS: (DC 16 + lvl; +2 necro) 1st—*bane, bless, c fear, cmd, cure lt, div favor, prot good, shld faith*; 2nd—*aug, calm emot, death kn, desecr, enthrall, hold per, res energy, zone truth*; 3rd—*anim dead, b curse* (3), *cure ser, pray, spk dead*; 4th—*castigate*** (2), *cure crit, disc lies, divin, div pwr, neut poison*; 5th—*atone, brk ench, fl strike, gr cmd, raise d, symb sleep*; 6th—*cr undead, gr disp mag, heal* (2), *symb fear, symb persuas*; 7th—*blasph* (2), *pwr wrd blind, regen*; 8th—*cr gr undead, disc loc* (2); 9th—*gate, wail bansh.* Domains: Death, War
POSS: *+5 mod fort half-plate, Mina's Kiss* **CR:** 20

**Dragonlance® Campaign Setting*: Rtz = righteous zealot class; ***Complete Divine*

D&D ROLEPLAYING STATS — Illus. Dave Dorman

Hobgoblin Impaler: LE M Humanoid (Goblinoid) Rog1/Ftr1

HD: 2 (15 hp) **INIT:** +2
AC: 21 (T 11, FF 20) **SPD:** 20 ft.
ATK: Pick +4 (1d6+2/×4)
SA/SQ: Darkvision 60 ft., sneak attack +1d6, trapfinding
SV: Fort +4, Ref +4, Will +0
AB: S 15, D 15, Cn 14, I 14, W 10, Ch 8
SK/F: Bal +0, Climb +0, Hide +0, Lis +4, M Sil +4, Open L +6, Srch +6, S Mot +4, Spot +4, Tmbl +0, Use Rope +6; Dodge, Mobil
POSS: Mwk full plate, mwk hvy steel shield, mwk heavy pick, *oil mag wpn, pot invis*
CR: 2 **ECL:** 3

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Efreeti: LE L Outsider (Extraplanar, Fire)

HD: 10 (65 hp) **INIT:** +7
AC: 18 (T 12, FF 15) **SPD:** 20 ft., F 40 ft. (Pf)
ATK: Falchion +16/+11 (2d6+9/18–20 plus 1d6 fire); **or** 2 slams +15 (1d8+6 plus 1d6 fire)
SA/SQ: Change size 2/day (as *enl/red per*, Fort 13 neg), darkvision 60 ft., imm fire, *pl shift*, reach 10 ft., telepathy, vuln cold
SV: Fort +9, Ref +10, Will +9
AB: S 23, D 17, Cn 14, I 12, W 15, Ch 15
SK/F: Bluff +15, Conc +15 (+19 cast def), Intim +17, Lis +15, M Sil +16, S Mot +15, Spell +14, Spot +15; Cbt Reflex, Dodge, Quicken Spell-Like Ability (*scorch ray*)
SPELLS: (Spell-Like Abilities; CL 12th) At will—*det mag, pr flame, pyro* (DC 14), *scorch ray* (1 ray, +12 rg touch); 3/day—*invis, wall fire* (DC 16); 1/day—*wish* (up to 3, nongenies only), *gas form, perm image* (DC 18), *pmorph* (self only)
POSS: Mwk falchion
CR: 8

D&D ROLEPLAYING STATS — Illus. Dave Dorman

Bugbear Champion of Erythnul: CE M Humanoid (Goblinoid) Fvs2*

HD: 5 (41 hp) **INIT:** +2
AC: 20 (T 12, FF 18) **SPD:** 30 ft.
ATK: Morningstar +8 (1d8+4, magic)
SA/SQ: Darkvision 60 ft., scent
SV: Fort +6, Ref +8, Will +5
AB: S 16, D 14, Cn 14, I 8, W 13, Ch 14
SK/F: Conc +4, Lis +1, M Sil +3, Spot +7
SPELLS: Known (6/5): 0—*cure min, det mag, guid, read mag, resist;* 1st—*cure lt, l frighten*** (as *cause fear* but up to 30 hp regardless of HD; DC 12), *mag wpn*
POSS: Chain shirt, buckler, *+1 spiked club* (morningstar)
CR: 3 **ECL:** 6

Complete Divine: Fvs = favored soul class ; **New cleric spell

D&D ROLEPLAYING STATS Illus. Steve Prescott

Vargouille: LE S Outsider (Evil, Extraplanar)

HD: 1 (5 hp) **INIT:** +1
AC: 12 (T 11, FF 11) **SPD:** F 30 ft. (G)
ATK: Bite +3 (1d4, evil plus poison)
SA/SQ: Darkvision 60 ft., kiss (+3 touch, become vargouille 24 hrs, Fort 15 neg), poison (Fort 12, can't heal vargouille's bite dmg), shriek (60 ft., paralysis 2d4 rds, Fort 12 neg)
SV: Fort +3, Ref +3, Will +3
AB: S 10, D 13, Cn 12, I 5, W 12, Ch 8
SK/F: Hide +9, Intim +3, Lis +5, M Sil +5, Spot +5
CR: 2

D&D ROLEPLAYING STATS Illus. Des Hanley

Ogre Mage: LE L Giant

HD: 5 (37 hp) **INIT:** +4
AC: 18 (T 9, FF 18) **SPD:** 40 ft., F 40 ft. (G)
ATK: Sword +7 (3d6+7/19–20)
SA/SQ: Darkvision 90 ft., low-light, reach 10 ft., regen 5 (normal dmg acid, fire), SR 19
SV: Fort +7, Ref +1, Will +3
AB: S 21, D 10, Cn 17, I 14, W 14, Ch 17
SK/F: Conc +11, Lis +10, Spell +10, Spot +10; Cbt Expert
SPELLS: (Spell-Like Abilities; CL 9th) At will—*darkness, invis;* 1/day—*charm per* (DC 14), *cone cold* (DC 18), *gas form, pmorph, sleep* (DC 14)
POSS: Chain shirt, greatsword
CR: 8 **ECL:** 12

D&D ROLEPLAYING STATS Illus. Des Hanley

Feral Minotaur*: CE L Monstrous Humanoid

HD: 6 (51 hp) **INIT:** –1
AC: 14 (T 8, FF 14) **SPD:** 40 ft.
ATK: 2 claws +11 (2d6+6) *and* gore +6 (1d8+3)
SA/SQ: Darkvision 60 ft., fast heal 3, imp grab (grp +16), natural cunning (can't be lost or flat-footed, imm *maze*), pounce (full atk when charging), powerful charge 4d6+9 (gore +11 atk), reach 10 ft., scent
SV: Fort +7, Ref +4, Will +6
AB: S 23, D 8, Cn 17, I 3, W 12, Ch 8
SK/F: Intim +2, Lis +8, Srch +0, Spot +8; Pow Atk, Track
CR: 6 **ECL:** 9

*Savage Species

D&D ROLEPLAYING STATS Illus. Jim Nelson

Skeletal Archer: NE M Undead

HD: 1 (6 hp) **INIT:** +5
AC: 13 (T 11, FF 12) **SPD:** 30 ft.
ATK: Sword +1 (1d6+1/19–20); **or** bow +1 rg (1d6/×3)
SA/SQ: DR 5/bludg, darkvision 60 ft., imm cold, undead traits
SV: Fort +0, Ref +1, Will +2
AB: S 13, D 13, Cn —, I —, W 10, Ch 1
POSS: Short sword, shortbow w/ 20 arrows
CR: 1/3

D&D ROLEPLAYING STATS Illus. Thomas M. Baxa

Orog* Warlord: LE M Humanoid (Orc) Ftr9

HD: 9 (81 hp) **INIT:** –1
AC: 22 (T 10, FF 22) **SPD:** 20 ft.
ATK: Maul +16/+11 (1d10+9/×3, magic)
SA/SQ: Darkvision 120 ft., resist cold 5 and fire 5
SV: Fort +9, Ref +2, Will +3
AB: S 19, D 8, Cn 16, I 12, W 6, Ch 15
SK/F: Climb +5, Intim +14, Jump –1, Lis +1, Spot +1; Cleave, Gr Cleave, Leadership 11, Pow Atk
POSS: +2 *full plate, ring prot +1, +1 maul***, *pot shld faith* (+1)
CR: 11 **ECL:** 11

*Races of Faerûn; **Forgotten Realms® Campaign Setting

D&D ROLEPLAYING STATS Illus. Steve Prescott

Fiendish Dire Wolverine: CE L Magical Beast (Aug Animal, Extraplanar)

HD: 5 (45 hp) **INIT:** +3
AC: 16 (T 12, FF 13) **SPD:** 30 ft., C 10 ft.
ATK: 2 claws +8 (1d6+6, magic) *and* bite +3 (1d8+3, magic)
SA/SQ: DR 5/magic, darkvision 60 ft., low-light, rage (once hurt, +4 Str, +4 Con, –2 AC, can't end voluntarily), resist cold 5 and fire 5, scent, smite good 1/day (+5 dmg), SR 10
SV: Fort +8, Ref +7, Will +5
AB: S 22, D 17, Cn 19, I 3, W 12, Ch 10
SK/F: Climb +14, Lis +7, Spot +7; Track
CR: 5

Abyssal Skulker*: CE S Outsider (Chaotic, Evil)

HD: 2 (11 hp) **INIT:** +2
AC: 15 (T 13, FF 13) **SPD:** 40 ft.
ATK: 2 claws +5 (1d2, chaotic, evil)
SA/SQ: Darkvision 60 ft.
SV: Fort +4, Ref +5, Will +5
AB: S 10, D 15, Cn 12, I 13, W 14, Ch 9
SK/F: Bluff +4, Climb +5, Hide +11, Intim +6, Jump +9, Lis +7, M Sil +7, Spot +7, Surv +7
CR: 2 **ECL:** 4

*Monster Manual II

Steel Predator*: N L Outsider

HD: 12 (102 hp) **INIT:** +9
AC: 30 (T 14, FF 25) **SPD:** 50 ft.
ATK: Bite +18 (2d6+7/19–20, magic) *and* 2 claws +16 (2d4+3, magic)
SA/SQ: Blindsight 30 ft., DR 15/magic and silver, imp grab (grp +23, rake), imm elec, sonic, and petrif, magic sense 120 ft.* (metallic items), pounce (full atk when charging), rake 1d6+3, resist cold 20 and fire 20, roar* 1/1d4 rds (cone, 30 ft., 12d6 sonic + deafen 1d4 rds., Fort 20 half dmg, neg deafen), scent, sundering bite* (as Imp Sunder, double dmg)
SV: Fort +12, Ref +13, Will +11
AB: S 25, D 21, Cn 19, I 10, W 16, Ch 12
SK/F: Bal +24, Climb +22, Hide +20, Jump +30, Lis +18, M Sil +24, Srch +15, Spot +18; Pow Atk
CR: 13

*Fiend Folio

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Orc Wolf Shaman: CE M Humanoid (Orc) Bbn2/Spr5*

HD: 7 (62 hp) **INIT:** +0
AC: 14 (T 10, FF 14) **SPD:** 40 ft.
ATK: Sword +9 (1d8+4/19–20)
SA/SQ: Blessing of the spirits* (perm personal *prot evil* against spirits), chastise spirits* 5/day (30 ft., 5d6, Will 17 half), darkvision 60 ft., *det spirits**, follow the guide* (reroll save against ench), light sensitivity, rage 1/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), wild emp +7 (animals only)
SV: Fort +10, Ref +1, Will +7
AB: S 18, D 10, Cn 16, I 10, W 16, Ch 14
SK/F: Conc +11, H Animal +11, Intim +11, Lis +8, Spot +8; Cleave, Leadership 9, Pow Atk
SPELLS: Retrieved (6/7/5/3; CL 5th): 0—*cure min, det mag, res*; 1st—*calm ani* (DC 13), *charm ani* (DC 13), *speak/ ani*; 2nd—*hold ani* (DC 14); 3rd—*call lgt* (DC 15)
POSS: Leather, longsword, *am nat armor* +2 **CR:** 7
**Complete Divine:* Spr = spirit shaman class

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Hezrou: CE L Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

HD: 10 (138 hp) **INIT:** +0
AC: 23 (T 9, FF 23) **SPD:** 30 ft.
ATK: Bite +14 (4d4+5, chaotic, evil) *and* 2 claws +9 (1d8+2, chaotic, evil)
SA/SQ: DR 10/good, darkvision 60 ft., imm elec and poison, imp grab (grp +19), reach 10 ft., resist acid 10, cold 10, and fire 10, SR 19, stench (10 ft., sicken nondemon living creatures, Fort 24 neg), *summ tanar'ri* (1 hezrou, 35%), telepathy
SV: Fort +16, Ref +7, Will +9
AB: S 21, D 10, Cn 29, I 14, W 14, Ch 18
SK/F: Climb +18, Conc +22, Hide +9, Esc +13, Intim +17, Lis +23, M Sil +13, Srch +15, Spell +15, Spot +23; B-Fight, Cleave, Pow Atk
SPELLS: (Spell-Like Abilities; CL 13th) At will—*ch hammer* (DC 18), *gr tport* (self + 50 lb.), *unh blight* (DC 18); 3/day—*blasph* (DC 21), *gas form*
CR: 11 **ECL:** 19

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Troll Slasher: CE L Giant

HD: 6 (63 hp) **INIT:** +2
AC: 16 (T 11, FF 14) **SPD:** 30 ft.
ATK: 2 claws +9 (1d6+6) *and* bite +4 (1d6+3)
SA/SQ: Darkvision 60 ft., low-light, reach 10 ft., regen 5 (normal dmg acid, fire), rend 2d6+9 (hit both claws)
SV: Fort +11, Ref +4, Will +3
AB: S 23, D 14, Cn 23, I 6, W 9, Ch 6
SK/F: Lis +5, Spot +6; Track
CR: 5 **EL:** 11

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Magmin: CN S Elemental (Fire, Extraplanar)

HD: 2 (11 hp) **INIT:** +0
AC: 17 (T 11, FF 17) **SPD:** 30 ft.
ATK: Touch +4 (1d8 fire, magic plus combustion); **or** slam +4 (1d3+3, magic plus combustion)
SA/SQ: Combustion (1d8 fire, 1d4+2 rds, Ref 12 neg), DR 5/magic, darkvision 60 ft., elemental traits, fiery aura (20 ft., 1d6 fire/rd, Fort 12 neg), imm fire, melt weapons (destroy on hit, Fort 12 neg), vuln cold
SV: Fort +3, Ref +3, Will +0
AB: S 15, D 11, Cn 13, I 8, W 10, Ch 10
SK/F: Climb +4, Lis +0, Spot +3
CR: 3

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Wrackspawn*: CE M Outsider (Chaotic, Evil, Extraplanar)

HD: 4 (45 hp) **INIT:** +0
AC: 14 (T 10, FF 14) **SPD:** 20 ft.
ATK: Spear +8 (1d6+4/×3, chaotic, evil plus pain) *and* double claw +3 (1d6+2, chaotic, evil)
SA/SQ: Blindsight 120 ft., pain (2d6 dmg, sickened 1 rd; Fort 18 half dmg, neg sickened), resist fire 10
SV: Fort +10, Ref +4, Will +4
AB: S 19, D 10, Cn 22, I 6, W 11, Ch 12
SK/F: Climb +11, Hide +7, Jump +5, Lis +9, M Sil +7, Spot +9
POSS: Piecemeal armor (leather), bone spear
CR: 3

*New creature

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Ophidian*: CN M Monstrous Humanoid (Reptilian)

HD: 3 (13 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 20 ft., C 15 ft., S 50 ft.
ATK: Falchion +4 (2d4+1/18–20) *and* bite –1 (1d4); **or** bite +4 (1d4+1) *and* falchion –1 (2d4/18–20)
SA/SQ: Darkvision 60 ft., serpentine curse* (bite, become ophidian 1d4 days, Fort 11 neg)
SV: Fort +1, Ref +5, Will +3
AB: S 12, D 15, Cn 11, I 8, W 11, Ch 10
SK/F: Climb +9, Hide +3* (+13 forests/underground), Lis +3, M Sil +3, Spot +3, Swim +10; Dodge
POSS: Falchion
CR: 2 **ECL:** 5

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